



You are a contractor, submitting estimates for jobs and trying to get the best customers.

The savviest homeowners know to accept the second-highest estimate. Too high, and they worry you're spending all that extra profit on a rhinestone hammer. Too low, and they worry you're cutting corners on materials. Costs will change, so be ready to change with them.

After the dust settles, be the most successful company to win.

Players: 4-6

Time: 15-20 mins

Components:

- **44 contractor cards** (2 to 12 in four suits),
- **42 customer cards** (2x of 0 and 1; 4x of 2 and 3; 6x of 4, 5, and 6; 4x of 7 and 8; 2x of 9 and 10), and
- **4 suit strength cards.**

Objective:

Submit smart estimates to secure jobs with the best customers. The player with the most valuable customers at the end of the game wins.

Setup:

Shuffle the suit strength cards. Place them in a face up row within view of all players.

Shuffle the customer cards.

Shuffle the contractor cards.

- With 4 players: Deal 10 to each player.
- With 5 players: Deal 8 to each player.
- With 6 players: Deal 7 to each player.

Any remaining contractor cards should be left face down at the side of the play area as the start of the discard pile.

Determine a starting player.

Determining Order of Cards:

Each round, the customer cards that players receive will be based on the strength (profitability) of their contractor cards. The suit of the left-most card in the suit strength row is the strongest and most profitable. The suit of the second card is the second strongest (second most profitable). The third card is the third strongest, and the last card is the weakest. Contractor cards are first compared by suit, a stronger suit beating a weaker one.

Example: a 2 in the suit in the left-most position is stronger than a 10 in the suit in the second position.

Within a suit, a higher card is stronger than a lower card.

Example: a 9 is stronger than a 4 when both cards are the same suit. Note that the four would still be stronger than any cards in suits to the right of its suit in the card row.

»» **See the end of the rules for more examples.**

Game Play:

1. Turn over as many customer cards as there are players. Place them in a row in descending order.
2. Each player will choose a card from their hand, and place it face down on the table in front of themselves.
3. All cards are simultaneously turned over.
4. The player who played the **second strongest card** will take the most valuable customer card.
The player who played the third strongest card will take the second most valuable customer.
The player who played the weakest card will take the third most valuable customer.
The player who played the strongest card will take the least valuable customer.

With five players:

The fourth strongest card will take the third most valuable customer.

The player who played the weakest card will take the fourth most valuable customer.

With six players:

The fourth strongest card will take the third most valuable customer.

The fifth strongest card will take the fourth most valuable customer.

The player who played the weakest card will take the fifth most valuable customer.

5. Materials and labor costs change, and what was profitable now won't necessarily be profitable in the future. The player who played the weakest card may move the suit strength card of the suit that they played to any position within the card row to change its strength for the next round.

6. All contractor cards played are moved to the discard pile.

7. New customers are turned over and a new round begins.

Game End:

When the hands are empty, each contractor adds up the value of their customers. The most successful contractor wins!

If there is a tie, the contractor with the most ten-value customers wins. If there is still a tie, they compare number of nines, eights, and so on. If both players have exactly the same customer distribution, they rejoice in their shared victory.

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Game Play Examples:

The screenshot shows a card game interface. At the top left, there is a button labeled "RECALL & SHUFFLE" with a card icon. To its right is a "Customers" section with five icons representing customer values: 8, 6, 5, 3, and 2. Further right are "Display" and "Clear" buttons. On the right side, there is a "Strongest (Most Profitable)" section showing four cards: 1 of Clubs, 1 of Diamonds, 1 of Hearts, and 1 of Spades. Below this, there are instructions: "2nd strongest takes best customer", "3rd strongest takes second best", "4th strongest takes third best", "Weakest takes fourth best, may adjust suit played", and "Strongest takes lowest customer". At the bottom, there are five player hands labeled P1 through P5. Each hand shows a card with a red diamond symbol and a number. Below each hand is a suit strength display with a minus sign, a zero, and a plus sign. The cards are: P1 (8 of Diamonds), P2 (3 of Diamonds), P3 (4 of Diamonds), P4 (2 of Diamonds), and P5 (5 of Diamonds).

Customers

Display Clear

Strongest (Most Profitable)

2nd strongest takes best customer
3rd strongest takes second best
4th strongest takes third best
Weakest takes fourth best, may adjust suit played
Strongest takes lowest customer

Customer Values

9-10: 2x
7-8: 4x
4-6: 6x
2-3: 4x
0-1: 2x

P1 P2 P3 P4 P5

8 3 4 2 5

- 0 + - 0 + - 0 + - 0 + - 0 +

All cards played are in the same suit. The 8 of Diamonds is the strongest card. The 5 of Diamonds will take the most valuable customer (8 points).

The 4 of Diamonds will take the second most valuable customer (6 points). The 3 of Diamonds will take the next most valuable customer (5 points).

The 2 of Diamonds will take the 3-point customer. The 8 of Diamonds will take the 2-point customer.

Player 4, who played the 2 of Diamonds, may adjust Diamonds in the suit strength display.

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RECALL & SHUFFLE

5

Customers

8

6

5

3

2

Display

Clear

Strongest (Most Profitable)

1

1

1

1

2nd strongest takes best customer

3rd strongest takes second best

4th strongest takes third best

Weakest takes fourth best, may adjust suit played

Strongest takes lowest customer

Customer Values

9-10: 2x

7-8: 4x

4-6: 6x

2-3: 4x

0-1: 2x

P1

8

8

- 0 +

P2

8

3

- 0 +

P3

8

4

- 0 +

P4

4

2

- 0 +

P5

8

5

- 0 +

The 2 of Clubs is the strongest card. The 8 of Diamonds will take the most valuable customer (8 points).

The 5 of Diamonds will take the second most valuable customer (6 points). The 4 of Diamonds will take the next most valuable customer (5 points).

The 3 of Diamonds will take the 3-point customer. The 2 of Clubs will take the 2-point customer.

Player 2, who played the 3 of Diamonds, may adjust Diamonds in the suit strength display.

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RECALL & SHUFFLE

5

Customers

8 6 5 3 2

Display

Clear

4

Strongest (Most Profitable)

1

♣

1

♦

1

♥

1

♠

2nd strongest takes best customer

3rd strongest takes second best

4th strongest takes third best

Weakest takes fourth best, may adjust suit played

Strongest takes lowest customer

Customer Values

9-10: 2x

7-8: 4x

4-6: 6x

2-3: 4x

0-1: 2x

P1

8

8

♦

- 0 +

P2

8

3

♦

- 0 +

P3

8

4

♦

- 0 +

P4

4

9

♠

- 0 +

P5

8

5

♦

- 0 +

The 8 of Diamonds is the strongest card. The 5 of Diamonds will take the most valuable customer (8 points).

The 4 of Diamonds will take the second most valuable customer (6 points). The 3 of Diamonds will take the next most valuable customer (5 points).

The 9 of Spades will take the 3-point customer. The 8 of Diamonds will take the 2-point customer.

Player 4, who played the 9 of Spades, may adjust Spades in the suit strength display.